**Evaluation**

**FMP Analysis**

I had started my project “FMP Analysis” where I would go over my earlier projects to decide my strengths, weaknesses, and interests. This would allow me to gather my thoughts, ideas and create better plans. I believe I could have written it within more detail to help collect more information. I believe although it could have been written in more detail it was quick, simple, and effective. I feel as if it is good enough, but I believe I could have written more if I had the time. As my first big gaming project I am not sure on how time should be managed, so I would rather move on.

**Research**

When I first decided to create my game my first thought was to research everything to do with my FMP excluding the project. I first decided to start with secondary research. I decided to do this so I could further understand the project theme. This helped me broaden my horizon. I first thought it limited my game to specifically building. Once I understood it had to do with culture and not a specific type of game, I researched about multiple games from different genres.

I had then moved on to the Deer Shed and its target audience because I believed it would be best basing my game around the event it will be displayed in. The variety of events within Deer Shed helped me a lot in choosing the path I would like to take with my game. I believe I could have gone more in depth with the research, but I just researched the general information rather than looking into its history. I believe I had checked enough quantitative data.

I had then moved on to some qualitative data and set up a forum in which I asked others on what they thought about games, what attracted them and what keeps them interested. I realised people enjoy good action pact games with good graphics attracting them. I feel it could have been better as not many people viewed it. Although it did help me create a plan on what I would like to carry out within my concept and development within Unreal.

When I finished all my general research, I started researching about select games, which I decided to prioritise over the others because I thought they were better suited for my game. I mainly looked at Minecraft, The forest and Zelda. Minecraft had attracted a lot of people with its creativity and the fact that it is open for the community to change and create their own game from. The Forest was one of the only realistic survival type games that became popular as it did within a small map and ability to create your own world. Zelda was a world in between both Minecraft and The forest in realism and graphics. If I believe it helped a lot in my image of how the game would look and play out. I believe I should have researched more in depth on the story line of the game and talked more into how I would use it.

 **FMP Pitch**

My FMP Pitch was quite difficult to create and display within the deadline due to unplanned disturbances. I previously had not planned/prepared for such occasions and almost missed the deadline. Luckily, I was determined to finish and managed to finish it in time. I was happy, but also disappointed due to the lack of preparation and dissatisfied with the lack of rehearsals. I do believe it was a good presentation.

As I got further into the project I believe while creating my pitch I had said I would have made a sample area with a lot of the game mechanics, assets and landscape ready to interact with, which I realised later to be extremely difficult to carry out within the set deadline. I realised that I would have to lower my expectations and prioritise one over the other.

**Concept**

I first started off with a Concept Mind map where I went through my work and found work like that of what I imagined and see what it would look like. I then went through what I wanted my game to look like.

I had started my concept by writing a game design planning what I must, could, would and should (MOSCOW) put into my game. I used a template found online on google images as it is my first big project. I then copied it out into a document and added Moscow to gain a better understanding of my plan.

I first started with game names, which I struggled on. I wanted it to be eye catching as I believe it is a big part of what attracts others. After a few tries I started to realise that due to it being a big part of the game the name should be delayed for as long as possible as you can always improve it.

I then moved onto creating a concept mind map in which I would

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